

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A display device provided in a gaming machine, wherein a pitch P between pixel units each of which is formed by arranging each kind of a plurality of kinds of pixel electrodes which display predetermined colors respectively, and a distance d from the display device to a player in a normal game posture satisfy a relationship of:

$$\cancel{P < \tan(\pi/180/35) \times d} \quad \underline{P = \tan(\pi/180/NPLD) \times d},$$

wherein NPLD is a number of pixel lines per degree of the player's viewing angle and

wherein NPLD is an integer selected from the following range:

$$\underline{1 \leq NPLD < 40}.$$

2. (Currently Amended) A display device provided in a gaming machine such as a slot machine or a pachinko machine, wherein

a pitch P between pixel units each of which is formed by arranging each kind of a plurality of kinds of pixel electrodes which display predetermined colors respectively, a distance d from the display device to a player in a normal game posture, and a correction value α satisfy a relationship of:

$$\cancel{P = \tan(\pi/180/35) \times d/2 \times (1 + \alpha)} \quad \underline{P = \tan(\pi/180/NPLD) \times d/2 \times (1 + \alpha)}$$

where the correction value α is ± 0.2 ,

wherein NPLD is a number of pixel lines per degree of the player's viewing angle and

wherein NPLD is an integer selected from the following range:

$$\underline{1 \leq NPLD < 40}.$$

3. (Original) The display device according to claim 1, wherein the pixel electrodes are arranged in matrix on an x-y plane, and the pixel electrodes of the same color are arranged in a y direction and the same pattern is continuously arranged in an x direction to form a stripe.

4. (Original) The display device according to claim 1, wherein one pixel is constituted by a pair of the pixel units that are adjacent, and information signals for one pixel are supplied in the same timing to pixel electrodes for the same color that are contained in the pair of pixel units respectively.

5. (Currently Amended) A gaming machine such as a slot machine or a pachinko machine, comprising:

a display unit that is constituted by arranging in matrix a plurality of kinds of pixel electrodes that display predetermined colors respectively, wherein

in the display unit a pitch P between pixel units each of which is formed by arranging each kind of a plurality of kinds of pixel electrodes which display predetermined colors respectively, and a distance d from the display device to a player in a normal game posture satisfy a relationship of:

$$\cancel{P < \tan(\pi/180/35) \times d} \quad P = \tan(\pi/180/\text{NPLD}) \times d,$$

wherein NPLD is a number of pixel lines per degree of the player's viewing angle and

wherein NPLD is an integer selected from the following range:

$$1 \leq \text{NPLD} < 40.$$

6. (Currently Amended) A gaming machine such as a slot machine or a pachinko machine, comprising:

a display unit that is constituted by arranging in matrix a plurality of kinds of pixel electrodes that display predetermined colors respectively,

wherein in the display unit a pitch P between pixel units each of which is formed by arranging each kind of a plurality of kinds of pixel electrodes which display predetermined colors respectively, a distance d from the display device to a player in a normal game posture, and a correction value α satisfy a relationship of:

$$\cancel{P = \tan(\pi/180/35) \times d/2 \times (1 + \alpha)} \quad P = \tan(\pi/180/\text{NPLD}) \times d/2 \times (1 + \alpha)$$

where the correction value α is ± 0.2 .

wherein NPLD is a number of pixel lines per degree of the player's viewing angle and

wherein NPLD is an integer selected from the following range:

$$1 \leq \text{NPLD} < 40.$$

7. (Original) The gaming machine according to claim 5, wherein the pixel electrodes are arranged in matrix on an x-y plane, and the pixel electrodes of the same color are arranged in a y direction and the same pattern is continuously arranged in an x direction to form a stripe.

8. (Original) The gaming machine according to claim 5, wherein the display unit is a highly transmissive liquid crystal display provided in a game board.

9. (Original) The gaming machine according to claim 5, wherein one pixel is constituted by a pair of the pixel units that are adjacent, and information signals for one pixel are supplied in the same timing to pixel electrodes for the same color that are contained in the pair of pixel units respectively.